

Rules of Midterm Game & Designed Cards

Game 601

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The background of this game is set at a small City, which is located next to a dungeon called Abyss. You will play the role of an outsider who comes to this city, uses your money to hire partners and asks them to work for you. Your aim can be to earn enough money back, or to gain a strong reputation and become famous. Just decide what you want your partners to do, and not forget the danger of sudden events and the race with other outsiders.

1. Setting

- a. Shuffle the **Event cards** and **Action cards**, put them at the center of players with back-side up. All of the Event cards should be in one set and all of the Action cards in another.
- b. Divide **Partner cards** in different sets with face-side up. The Partner cards in each set should be the same, e.g. all of the Ordinary Citizen cards should be put in one set while all of the Trained Person cards should be put in another set.
- c. Each player can choose an **Identity card** that they prefer, put it in front of himself/herself with face-side up. Different Identity cards have different special abilities, which are written on the cards and can benefit the player who uses them.

2. Basic Rules

- a. This is a turn-based card game. In each game, every player begins with 10 **Asset Points** (AP) and 0 **Reputation Points** (RP). AP and RP will change according to Action cards and Event cards, and can be negative during the gameplay process.
- b. Each player draws five Action cards from the corresponding set in the first round, and can draw a new Action card at the end of next rounds if this player holds less than 5 Action cards at this time.

- c. In each round, each player can choose whether to use Action cards and will draw an Event card. Used Action card(s) and this Event card should be put in two new sets with face-side up.

Each player should choose an Action card first, then announce where they will send their partners to. After all the players complete their announcement, they can use the Action cards they choose.

For example, player A can choose an Action card, announce the location his partners will be sent to and use it after all the players announced in one round, then draw an Event card which represents what will happen to his partner's team; or he can choose to take no actions (not use Action cards) in this round, but still needs to draw an Event card.

- d. If all the Action/Event cards are used, or the remaining amount is insufficient for one round, collect all the used Action/Event cards and shuffle them, then put shuffled cards in one set with back-side up.
- e. The first player who gains **40 AP with at least 0 RP** or **20 RP with at least 0 AP** becomes the winner.
- f. Detailed rules can be modified after discussion and if all the players in this game agree.

3. Rules about Partner cards

- a. Each player can choose to hire new partners (get new **Partner cards**) in any round. Different Partner cards have different **maximum HP** and **hiring costs**, which are shown on the face-side of the cards. If you want to hire new partners, the corresponding cost will be deducted from your AP.
- b. Partners' HP will decrease and increase according to used **Action cards** and **Event cards**.
- c. In normal situations, if the partner who you hired died (HP becomes 0), you will be punished and lose the AP which equals this partner's hiring cost.

For example, if one of your partners dies in this round and the hiring cost for this kind of partner is 2, then you lose 2 APs.

- d. Each time one player uses an Action card, all of his/her partners will act as what the card describes together. In other words, you can use only one Action card each round in normal situations.

- e. Each time one player's partners return from the Abyss with at least one **Treasure card**, for each Treasure card your partners bring back, spend it to gain 2 AP and 1 RP.

4. Rules about Action cards and Event cards

- a. Different Action cards and Event cards can cause different effects to someone or everyone in this game, which are written on the cards.
- b. There are two locations in this game - the **City** and the **Abyss**. Some Action cards and Events have limitations on locations.
- c. For Action cards, limitations mean "if you want to take this action, you will send your partners to this location".

For example, if someone uses an Action card that has the limitation in City, then his/her partners will be in City in this round; if someone uses an Action card that has no limitations, this player should announce where he/she will send his/her partners to.

- d. If you or the Action card sends partners to the Abyss, they will return to the City at the end of this round.
- e. For Event cards, limitations mean "this event will happen in this location".

For example, if someone draws an Event card that has the limitation in City, then this Event will only be effective if his/her partners are in the City in this round.

- f. Players can choose whether to use Action cards in each round. If you choose not to use it, then partners will be treated as staying in the City. But you still need to draw an Event card in this round.
- g. If players are not satisfied with the Action cards in his/her hand, he/she can give up at most three cards in one round and put them at the place where used Action cards are placed, then draw a new Action card immediately. This does not conflict with their chance to draw a new card at the end of each round if they hold less than 5 Action cards.

For example, if you hold five Action cards now but are not satisfied with them, you can give up three cards and draw a new one immediately. If you do this,

you will hold three Action cards at the end of this round, then you can draw another new Action card.

- h. **Treasure card** is one kind of special Event card, which can be gained from some Action cards and Event cards. If your partners bring at least one Treasure card from Abyss, for each Treasure card, you can spend it to earn 1 RP and 2 AP.

5. Rules about designed cards

a. players' card

Identity:

AP: 10

RP: 0

Treasure Cards Count: 0

Partners	HP	Partners	HP

b. Player Identities

Adventurer

Employer

Abilities:

1. The damage your partners suffered in Abyss are decreased by 1.
2. Each time you take Treatment Action, your total payment decrease by 1.

Abilities:



1. In each round, you can ask temporary partners to work for you, but you must pay 2 AP for each of them.
2. You can ask temporary partners act independently, which means you can take more than 1 Action cards in each round, but at most 2 Action cards.

Leader of Secret Association









Abilities:







1. The hiring cost you need to pay for each partner decreased by 1, but at least 1.
2. The payment when partners die decreased by 1, but at least 1.

c. Partner Cards

Homeless	Trained Person
 Hiring Cost: 1  HP: 2	 Hiring Cost: 4  HP: 5
Ordinary Citizen	Guardian
 Hiring Cost: 2  HP: 3	 Hiring Cost: 6  HP: 8

d. Action Cards

Accept Bribes	Assassination
 AP + 5  RP - 5	Remove 1 partner from another player. Can only be taken on player whose partners in the same location as yours.  RP - 1
Bribe	DiggingAbyss Limited 
 RP + 3  AP - 5	 Add 1 Treasure card for each partner in your team
Explore in DepthAbyss Limited 	Flashlight
In the next time your partners go to Abyss, your income on AP, RP and Treasure cards from Abyss become twice; but the damage your partners suffered from Abyss increased by 1 in that round.	The next time your partners face any Events or Actions that will cause lose of your partners' HP, this Event or Action cannot work. No effect to Earthquake Event, Flooding Event and Assassination Action.

Theft	Transaction
<p>Get 1 Action card from another player.</p> <p>Can only be taken on player whose partners in the same location as yours.</p> <p> RP - 1</p>	<p>Try to exchange any number of cards with another player using the same number of cards in your hand.</p> <p>Can return to your hand if no one agrees, but Action chance not recover.</p>
Treatment <div>City Limited </div>	Unreasonable Clause
<p> Recover all of your partners' HP to maximum value.</p> <p> AP - (number of partners who receive treatment)</p>	<p> AP + 2</p> <p> RP - 3</p>

In an ordinary deck of Action cards, there are:

- 6 Digging Action
- 4 Give a Speech Action
- 3 for each type of remained Action cards

e. Event Cards

<div>Abandoned Camp</div> <div>Abyss Limited</div> <div></div> <div></div> <div></div> <div>🔮 AP + 1</div>	<div>Be Theft</div> <div></div> <div></div> <div></div> <div></div> <div>🔮 Lose 1 Action card.</div>
<div>Earthquake</div> <div>Abyss Limited</div> <div></div> <div></div> <div></div> <div>🔮 Partners in Abyss lose 2 HP. 👤×👤</div>	<div>Excavation</div> <div>Abyss Limited</div> <div></div> <div></div> <div></div> <div>🔮 Add 1 Treasure card.</div>
<div>Flooding</div> <div>Abyss Limited</div> <div></div> <div></div> <div></div> <div>🔮 Partners in Abyss lose 3 HP. 👤×👤</div>	<div>Forgotten Treasure</div> <div>Abyss Limited</div> <div></div> <div></div> <div></div> <div>🔮 Add 1 Treasure card for each of your 👤×👤 partners in Abyss.</div>

Riot	City Limited 	Safe	
 Partners in City lose 1 HP.		Nothing happen.	
  			
Short of Resource	City Limited 	Traffic Jam	City Limited 
Cost in AP becomes twice this round, but income in RP also becomes twice.		Actions in City cannot work in this round.	

